

Intramural Table Tennis Rules

Participation Warning

There are inherent risks of mental and physical injury in intramural table tennis; therefore, you may be mentally and/or physically injured by participating. Our goal is to reduce or eliminate as many risks as reasonably possible to provide safe programs. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of soccer as established by the Intramural Sports Program. Participants are responsible for the cost of any injuries; therefore, you are encouraged and recommended to have adequate health insurance.

Participation Rules

1. **Clothing:** players cannot wear white clothing.
2. **The racket:** may be any size, weight, or shape. The blade covering cannot exceed 2mm in thickness.
3. **The ball:** the ball shall weigh 2.7g. The ball shall be made of celluloid or similar plastic material and shall be white or orange and matt.
4. **A game:** is won by the player or pair first scoring 11 points. Unless both have scored 10 points, then the first to score two points more than the opponent is declared the winner.
5. **A match:** consists of the best of three games.
6. **Right to serve:** is decided by a coin-toss. If the winner of the toss decides to serve or receive first, the loser has the choice of ends, and vice-versa. The winner of the toss may require the loser to choose first. In doubles, each pair decides which of them is to serve and receive first in the first game.
7. **Serving:** the ball is placed on the palm of the free hand, which must be stationary, above the level of the playing surface, and not cupped. The fingers must be kept together, with the thumb free.
 - a. The ball is then thrown by hand only, without imparting spin, near vertically upward, so that it is at all times visible to the opponent, and that it is visibly leaves the palm.
 - b. On descent, the ball is struck to touch the server's court first and then passing directly over or around the net to touch the receiver's court.
 - c. The ball must be struck at the first attempt. At the moment of striking, the racket must be behind the end of the table or an imaginary continuation of it. In doubles, the ball must touch the right-hand half of the court on the serving side and then diagonally opposite court or line.
8. **Returning Service:** the ball must be struck to pass directly over or around the net to touch the opponent's court.

- a. If the ball, in passing over or around the net, touches the net or its supports, it is considered to have passed directly.
 - b. Volleying: striking the ball in play before it has touched the playing surface on that player's side of the table is not allowed and player loses point.
9. **Changing ends:** players change ends after each game until the end of the match. In the last game when the first player or pair scores 10 points.
10. **Points:** are scored by a player when his/her opponent fails to make a good service, make a good return, strikes the ball out of bounds, touches the playing surface with his/her free hand when the ball is in play.
11. **Change of Service:** the service passes from one player to the other after ever five points scored. Any error in serving or receiving must be corrected as soon as it is noticed; all points scored after the error counts. In doubles:
 - a. The service sequence is: the player to serve first of one pair (1a) serves to the player who serves first of the second pair (2a) 2a serves to 1a's partner, 1b; serves to the fourth player, 2b; and 2b serves to 1a.
 - b. The player or pair who served the first game receives first in the next game.
 - c. In each game the initial order of receiving is opposite to that of the previous game.
 - d. In game three of the match, the receiving pair changes its order of receiving when the first pair scores 10.
12. **A let:** is a rally from which no point is scored. It occurs when:
 - a. The ball touches the net or its supports in service, provided the service is otherwise good or has been volleyed by the receiver.
 - b. A service is delivered when the receiver or his partner is not ready, provided no attempt has been made to return the ball.
 - c. A player fails to make a good service or return though an accident beyond his/her control, such as a movement by a spectator or a sudden noise.
 - d. The ball is broken in play.
 - e. A rally is interrupted to correct a mistake in playing order or ends.